

**AN APPARATUS AND METHOD FOR DETERMINING A PROGRAM  
NEIGHBORHOOD FOR A CLIENT NODE IN A CLIENT-SERVER  
NETWORK USING MARKUP LANGUAGE TECHNIQUES**

Abstract of the Disclosure

5       An apparatus and method for determining a program neighborhood of a client  
node in a client-server network is described. The program neighborhood of the client  
node includes application programs hosted by application servers on the network. The  
present invention enables a user of a client node to learn of these application programs.  
The user is not required to know where to find such applications or to manually establish  
10   links to such applications. To make the client node aware of its program neighborhood, a  
host server collects application-related information corresponding to application  
programs hosted by the servers in the network. The application-related information can  
include the application name, the server location of the application, minimum capabilities  
required of client nodes for executing the application, and those users who are authorized  
15   to use that application. User credentials are received from the client system. The user  
credentials are used to filter the application-related information. Information representing  
those application programs that are available to the client node is transmitted from the  
host server to the client system for display. In a Windows-based client node, the  
information can be represented by a graphical icon for each available application  
20   program.

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